

appendMidiModule

`appendMidiModule(module)`

Description

Function to add a MIDI module in the specified destination layer. The destination layer is determined by its [Layer](#) object. For example, `this.parent` specifies the parent layer of the script module as destination layer. The MIDI module to be added is determined by its [MidiModule](#) object. You can use [getMidiModule](#) or [findMidiModules](#) to determine the desired MIDI module. The new MIDI module will be added behind the existing MIDI modules. To insert a MIDI module at a specific position in the destination layer, use [insertMidiModule](#) instead.

An [Element](#) object can only have one parent. It cannot be child of multiple parents. Therefore, an [Element](#) object that you retrieved from the running plug-in instance must be removed before it can be inserted again. The [Element](#) objects you retrieve through [loadPreset](#) or [loadPresetAsync](#) can be inserted freely, because these functions create a copy of the [Element](#) objects when reading them.

Available in: Controller.

Arguments

module	The MidiModule object of the MIDI module that you want to append.	MidiModule
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Example

To explore the following script:

1. Download [Program.vstpreset](#).
2. Drag the preset on the MediaBay to import it to the user folder for VST presets.
3. Create an empty program and add a script module.
4. Paste the script into the text editor of the script module and execute the script.

```
-- append MIDI module from Program.vstpreset into the current program

-- get the file path for user VST presets
path = getUserPresetPath()

-- load VST preset
loadedProgram = loadPreset(path.."/Program/Program.vstpreset")

-- get the first MIDI module from the loaded program
module = loadedProgram:getMidiModule()

-- append MIDI module
if module then
    this.program:appendMidiModule(module)
end
```

See Also: [appendBus](#), [appendEffect](#), [appendLayer](#), [appendLayerAsync](#), [appendZone](#), [MidiModule](#)